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PALM INTRANET
Inventor Name Search Result

Your Search was:

Last Name = SAKAKIBARA

First Name = KUNITERU

Application#	Patent#	Status	Date Filed	Title	Inventor Name 9
10151184	Not Issued	030	05/20/2002	IMAGE PICKUP SYSTEM	SAKAKIBARA, KUNITERU
10002148	Not Issued	071	12/05/2001	THREE-DIMENSIONAL DATA GENERATING DEVICE	SAKAKIBARA, KUNITERU
08975009	Not Issued	168	11/20/1997	IMAGE DATA PROCESSING DEVICE AND IMAGE DATA PROCESSING METHOD	SAKAKIBARA, KUNITERU
08120191	Not Issued	161	09/13/1993	STILL VIDEO REPRODUCTION DEVICE CAPABLE OF REPRODUCING BOTH IMAGE AND SOUND	SAKAKIBARA, KUNITERU
07905503	5296884	150	06/25/1992	CAMERA HAVING A DATA RECORDING FUNCTION	SAKAKIBARA, KUNITERU
07784680	Not Issued	166	10/29/1991	REPRODUCTION DEVICE CAPABLE OF REPRODUCING SOUND AND IMAGES	SAKAKIBARA, KUNITERU
07660353	Not Issued	166	02/22/1991	CAMERA HAVING A DATA RECORDING FUNCTION	SAKAKIBARA, KUNITERU
07392453	Not Issued	166	08/11/1989	REPRODUCTION DEVICE CAPABLE OF REPRODUCING SOUND AND IMAGES	SAKAKIBARA, KUNITERU
07024702	4823199	150	03/11/1987	STILL VIDEO ADAPTER DEVICE DETACHABLE TO A CAMERA BODY	SAKAKIBARA, KUNITERU

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1 [Three-dimensional medical imaging: algorithms and computer systems](#)

M. R. Stytz, G. Frieder, O. Frieder

December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4Full text available: [pdf\(7.38 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering

2 [Capture from images: Protected interactive 3D graphics via remote rendering](#)

David Koller, Michael Turitzin, Marc Levoy, Marco Tarini, Giuseppe Croccia, Paolo Cignoni, Roberto Scopigno

August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3Full text available: [pdf\(368.19 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Valuable 3D graphical models, such as high-resolution digital scans of cultural heritage objects, may require protection to prevent piracy or misuse, while still allowing for interactive display and manipulation by a widespread audience. We have investigated techniques for protecting 3D graphics content, and we have developed a remote rendering system suitable for sharing archives of 3D models while protecting the 3D geometry from unauthorized extraction. The system consists of a 3D viewer client ...

Keywords: 3D models, digital rights management, remote rendering, security

3 [Status report of the graphic standards planning committee](#)

Computer Graphics staff

August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3Full text available: [pdf\(15.01 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#)

4 [Texture mapping 3D models of real-world scenes](#)

Frederick M. Weinhaus, Venkat Devarajan

December 1997



ACM Computing Surveys (CSUR), Volume 29 Issue 4Full text available:  pdf(1.98 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

Texture mapping has become a popular tool in the computer graphics industry in the last few years because it is an easy way to achieve a high degree of realism in computer-generated imagery with very little effort. Over the last decade, texture-mapping techniques have advanced to the point where it is possible to generate real-time perspective simulations of real-world areas by texture mapping every object surface with texture from photographic images of these real-world areas. The technique ...

Keywords: anti-aliasing, height field, homogeneous coordinates, image perspective transformation, image warping, multiresolution data, perspective projection, polygons, ray tracing, real-time scene generation, rectification, registration, texture mapping, visual simulators, voxels

5 Marching cubes: A high resolution 3D surface construction algorithm 

William E. Lorensen, Harvey E. Cline

August 1987 **ACM SIGGRAPH Computer Graphics , Proceedings of the 14th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 4Full text available:  pdf(1.27 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present a new algorithm, called *Marching cubes*, that creates triangle models of constant density surfaces from 3D medical data. Using a divide-and-conquer approach to generate inter-slice connectivity, we create a case table that defines triangle topology. The algorithm processes the 3D medical data in scan-line order and calculates triangle vertices using linear interpolation. We find the gradient of the original data, normalize it, and use it as a basis for shading the models. The de ...

6 Cube-3: a real-time architecture for high-resolution volume visualization 

Hanspeter Pfister, Arlie Kaufman, Tzi-Cker Chiueh

October 1994 **Proceedings of the 1994 symposium on Volume visualization**Full text available:  pdf(1.35 MB)Additional Information: [full citation](#), [citations](#), [index terms](#)**7 A review of vessel extraction techniques and algorithms** 

Cemil Kirbas, Francis Quek

June 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 2Full text available:  pdf(8.06 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Vessel segmentation algorithms are the critical components of circulatory blood vessel analysis systems. We present a survey of vessel extraction techniques and algorithms. We put the various vessel extraction approaches and techniques in perspective by means of a classification of the existing research. While we have mainly targeted the extraction of blood vessels, neurovascular structure in particular, we have also reviewed some of the segmentation methods for the tubular objects that show ...

Keywords: Magnetic resonance angiography, X-ray angiography, medical imaging, neurovascular, vessel extraction

8 Three-dimensional object recognition 

Paul J. Besl, Ramesh C. Jain

March 1985 ACM Computing Surveys (CSUR), Volume 17 Issue 1

Full text available:  pdf(7.76 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

A general-purpose computer vision system must be capable of recognizing three-dimensional (3-D) objects. This paper proposes a precise definition of the 3-D object recognition problem, discusses basic concepts associated with this problem, and reviews the relevant literature. Because range images (or depth maps) are often used as sensor input instead of intensity images, techniques for obtaining, processing, and characterizing range data are also surveyed.

9 Gross motion planning—a survey 

Yong K. Hwang, Narendra Ahuja

September 1992 ACM Computing Surveys (CSUR), Volume 24 Issue 3

Full text available:  pdf(6.40 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Motion planning is one of the most important areas of robotics research. The complexity of the motion-planning problem has hindered the development of practical algorithms. This paper surveys the work on gross-motion planning, including motion planners for point robots, rigid robots, and manipulators in stationary, time-varying, constrained, and movable-object environments. The general issues in motion planning are explained. Recent approaches and their performances are briefly described, a ...

Keywords: collision detection, computational geometry, implementation, motion planning, obstacle avoidance, path planning, spatial representation

10 Shape retrieval and watermarking: 3D zernike descriptors for content based shape retrieval 

Marcin Novotni, Reinhard Klein

June 2003 Proceedings of the eighth ACM symposium on Solid modeling and applications

Full text available:  pdf(1.23 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Content based 3D shape retrieval for broad domains like the World Wide Web has recently gained considerable attention in Computer Graphics community. One of the main challenges in this context is the mapping of 3D objects into compact canonical representations referred to as descriptors, which serve as search keys during the retrieval process. The descriptors should have certain desirable properties like invariance under scaling, rotation and translation. Very importantly, they should possess de ...

Keywords: 3D Zernike moments, invariants, shape descriptor, shape retrieval

11 View planning for automated three-dimensional object reconstruction and inspection 

William R. Scott, Gerhard Roth, Jean-François Rivest

March 2003 ACM Computing Surveys (CSUR), Volume 35 Issue 1

Full text available:  pdf(517.25 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Laser scanning range sensors are widely used for high-precision, high-density three-dimensional (3D) reconstruction and inspection of the surface of physical objects. The process typically involves planning a set of views, physically altering the relative object-sensor pose, taking scans, registering the acquired geometric data in a common coordinate frame of reference, and finally integrating range images into a nonredundant model. Efficiencies could be achieved by automating or semiautomating ...

Keywords: View planning, object inspection, object reconstruction, range images

12 Image II: Efficient 3D object retrieval using depth images



N. Vajramushti, I. A. Kakadiaris, T. Theoharis, G. Papaioannou

October 2004 **Proceedings of the 6th ACM SIGMM international workshop on Multimedia information retrieval**

Full text available: [pdf\(230.59 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we present a new three-dimensional object retrieval method. This method employs depth buffers for representing and comparing the objects. Specifically, multiple depth buffers per object (computed from different points of view) are compared for surface and volume similarity. Our method is easily extensible for hierarchical comparisons at multiple resolutions and is highly parallelizable. We have employed this method for both inter-class and intra-class retrieval tasks on a galle ...

Keywords: shape matching, shape representation, shape retrieval

13 Fast detection of communication patterns in distributed executions



Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available: [pdf\(4.21 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

14 Invited paper: Visual attention models for producing high fidelity graphics efficiently



Alan Chalmers, Kirsten Cater, David Maflioli

April 2003 **Proceedings of the 19th spring conference on Computer graphics**

Full text available: [pdf\(672.92 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Despite the ready availability of modern high performance graphics cards, the complexity of the scenes being modelled and the realism required of the images means that rendering high fidelity computer images is still simply not possible in a reasonable, let alone real-time. Knowing that it is a human that will be looking at the resultant images can be exploited to significantly reduce the computation time required for high fidelity graphical images, for although the human visual system is good, ...

Keywords: realistic computer graphics, saliency maps, task maps, visual perception

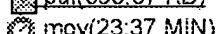
15 HDR and perception: Supra-threshold control of peripheral LOD



Benjamin Watson, Neff Walker, Larry F. Hodges

August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Full text available: [pdf\(566.97 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



Level of detail (LOD) is widely used to control visual feedback in interactive applications. LOD control is typically based on perception at threshold -- the conditions in which a

stimulus first becomes perceivable. Yet most LOD manipulations are quite perceivable and occur well above threshold. Moreover, research shows that supra-threshold perception differs drastically from perception at threshold. In that case, should supra-threshold LOD control also differ from LOD control at threshold? In tw ...

Keywords: human factors, level of detail, perception, peripheral visual sensitivity, supra-threshold visual sensitivity

16 [Managing images: Geographic location tags on digital images](#) 

Kentaro Toyama, Ron Logan, Asta Roseway

November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**

Full text available:  [pdf\(1.97 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We describe an end-to-end system that capitalizes on geographic location tags for digital photographs. The World Wide Media eXchange (WWMX) database indexes large collections of image media by several pieces of metadata including timestamp, owner, and critically, location stamp. The location where a photo was shot is important because it says much about its semantic content, while being relatively easy to acquire, index, and search. The process of building, browsing, and writing applications for ...

Keywords: GIS, digital photography, geographic interfaces, image databases

17 [MPEG-4: an object-based multimedia coding standard supporting mobile applications](#) 

Atul Puri, Alexandros Eleftheriadis

June 1998 **Mobile Networks and Applications**, Volume 3 Issue 1

Full text available:  [pdf\(747.80 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The ISO MPEG committee, after successful completion of the MPEG-1 and the MPEG-2 standards is currently working on MPEG-4, the third MPEG standard. Originally, MPEG-4 was conceived to be a standard for coding of limited complexity audio-visual scenes at very low bit-rates; however, in July 1994, its scope was expanded to include coding of scenes as a collection of individual audio-visual objects and enabling a range of advanced functionalities not supported by other standards. One of the ke ...

18 [Document analysis: Visual signature based identification of Low-resolution document images](#) 

Ardhendu Behera, Denis Lalanne, Rolf Ingold

October 2004 **Proceedings of the 2004 ACM symposium on Document engineering**

Full text available:  [pdf\(2.00 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we present (a) a method for identifying documents captured from low-resolution devices such as web-cams, digital cameras or mobile phones and (b) a technique for extracting their textual content without performing OCR. The first method associates a hierarchically structured visual signature to the low-resolution document image and further matches it with the visual signatures of the original high-resolution document images, stored in PDF form in a repository. The matching algor ...

Keywords: document visual signature, document-based meeting retrieval, documents' content extraction, low-resolution document image identification

The digital Michelangelo project: 3D scanning of large statues

Marc Levoy, Kari Pulli, Brian Curless, Szymon Rusinkiewicz, David Koller, Lucas Pereira, Matt Ginzton, Sean Anderson, James Davis, Jeremy Ginsberg, Jonathan Shade, Duane Fulk
 July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: [pdf\(10.83 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We describe a hardware and software system for digitizing the shape and color of large fragile objects under non-laboratory conditions. Our system employs laser triangulation rangefinders, laser time-of-flight rangefinders, digital still cameras, and a suite of software for acquiring, aligning, merging, and viewing scanned data. As a demonstration of this system, we digitized 10 statues by Michelangelo, including the well-known figure of David, two building interiors, and all 1,163 extant f ...

Keywords: 3D scanning, cultural heritage, graphics systems, mesh generation, range images, rangefinding, reflectance and shading models, sensor fusion

20 Terrain database interoperability issues in training with distributed interactive simulation

Guy A. Schiavone, S. Sureshchandran, Kenneth C. Hardis
 July 1997 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 7
 Issue 3

Full text available: [pdf\(443.34 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

In Distributed Interactive Simulation (DIS), each participating node is responsible for maintaining its own model of the synthetic environment. Problems may arise if significant inconsistencies are allowed to exist between these separate world views, resulting in unrealistic simulation results or negative training, and a corresponding degradation of interoperability in a DIS simulation exercise. In the DIS community, this is known as the simulator terrain database (TDB) correlation problem. ...

Keywords: distributed interactive simulation, terrain databases

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